



SQUARE ENIX.

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GAME BOY ADVANCE

AGB-B8CE-USA



SQUARE ENIX.

INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

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To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
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- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.



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Rev-D (L)

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Disney SQUARE ENIX



Story	2	Menu	18
Getting Started	3	Review Decks	19
Basic Controls	4	Deck Menu	20
Characters	6	Map Cards	21
Game Overview	8	World Cards	21
World & Field Maps	9	Status	22
Room Synthesis	11	Journal	22
Worlds & Floors	12	Mini Games	23
Battle	13	Reverse/Rebirth	24
Card Types	16	Link Features	25
Cards Used in Battle	16	Helpful Tips	27
Cards Used in the Field	17	Limited Warranty	35
The Moogles Shop	17		

KINGDOM HEARTS: STORY

On the night his island home is besieged by a mysterious storm, Sora is whisked away to an unfamiliar burg known as Traverse Town.

There he meets Donald and Goofy and learns of the world's strange goings-on. Donald and Goofy set off to look for their missing king, and Sora joins them to search for his lost friends Riku and Kairi.

After a long journey that takes them across numerous worlds, Sora and friends find Riku and the king at last. But to save the world, Sora must use his Keyblade to close the door to darkness, even though Riku and the king are on the other side.

Believing the king's parting words—that there will always be a door to the light—Sora locks the door, and he, Donald, and Goofy set out on a new journey.

PROLOGUE

Sora, Donald, and Goofy travel down a long road that meanders through endless fields, and come to a crossroads. As Sora stands in the crossroads, he gazes up at the night sky and thinks of his lost friends.

Just then, a mysterious man approaches from down one of the branching paths. *"Ahead lies something you need,"* he says, *"but to claim it, you must lose something dear."* When the man vanishes, only a single path remains. The path leads to a mysterious fortress called "Castle Oblivion."

In the coming journey, what will Sora and his companions gain, and what will they lose?

Insert the Game Pak into the Game Boy Advance system and turn the power ON. The title screen will appear.

START MENU

- **NEW GAME:** Play from the beginning.
- **LOAD:** Load saved data and continue a previous game.



Only NEW GAME appears if no saved data exists. If you've Quick Saved an earlier game, only CONTINUE will appear. Choosing CONTINUE will erase the Quick Save data.



SAVING THE GAME

You can save your progress at save points. Save points can be found in the rooms between floors. They can also be created by using certain map cards.

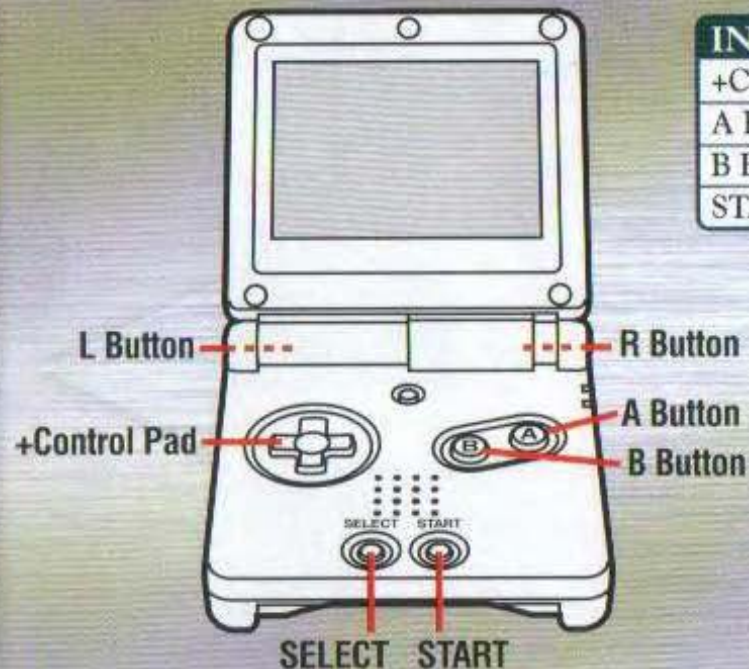
- The game may also be saved by selecting "Quick Save" from the menu screen.

CONTINUE/RETURN TO TITLE

If Sora's HP run out during battle, the continue screen will appear. Choosing "Continue" allows you to continue from the room in which Sora was defeated. Choosing "Return to Title" exits to the main title screen.



BASIC CONTROLS



IN MENUS:

+Control Pad	Move cursor
A Button	Confirm
B Button	Cancel
START	Return to the field



BASIC CONTROLS

IN THE FIELD:

+Control Pad	Move Sora
A Button	Swing Keyblade / Examine / Talk (when icon appears) / Use a card (when opening doors) / Advance messages (during story events)
B Button	Jump / Cancel card use (when opening doors) / Exit map or menu screens
START	Open menu screen / Hold down to skip certain story events
SELECT	Open world map



DURING BATTLE:

+Control Pad	Move Sora / Dodge Roll (rapidly press Left or Right) / Escape (hold down Left or Right near the corresponding edge of the battlefield - not usable during boss battles)
A Button	Use a card / Hold down to reload cards (after selecting reload card)
B Button	Jump
L Button	Cycle through cards
R Button	Cycle through cards
L+R Buttons	Stock a card / Use stocked cards (after stocking 3 cards)
START	Pause
SELECT	Switch card categories (to enemy cards and back)



CHARACTERS

SORA

A fourteen-year-old boy and the hero of this tale. In his last adventure, Sora was chosen as the Keyblade master and saved the world, but only at the cost of being separated from his closest friends. He now journeys to find those friends and return home with them. Although a little naive, Sora has an uncommon sense of justice.



DONALD DUCK

The court wizard who serves the king of Disney Castle. He is journeying with Sora and Goofy to find the king. Donald is talkative, moody, and a bit short-tempered.



GOOFY

The clumsy but easygoing captain of the Disney Castle Royal Knights. Despite his position, Goofy dislikes weapons.



RIKU

A fifteen-year-old boy who is best friends with Sora and Kairi. Mature for his age, Riku is cool and collected. To save the world, he chose to remain in the realm of darkness.



KAIRI

A fourteen-year-old friend of Sora and Riku. She awaits their return to Destiny Islands.



THE UNKNOWN

A mysterious man who showed Sora and his companions the way to Castle Oblivion. It seems there are others like him. Surely he has his reasons for approaching Sora, but those reasons remain unclear.

GAME OVERVIEW

CASTLE OBLIVION—WHERE CARDS GOVERN ALL

In this game, cards are necessary in a variety of situations. There are two general classes of cards: **map cards**, which are used to move about the field, and **battle cards**, which are used in combat.



Map Cards

In order to advance the story, map cards must be used to reach rooms where story events occur. Once all the events on a floor have occurred, the next floor becomes accessible. See p. 12.



Battle Cards

There are many different types of battle cards. They can be used to summon allies, cast magic, or perform "sleights." (See p. 14.) Choose your cards wisely and you can take on any situation.

You can organize cards as you see fit by building **decks**. Customizing decks lets you group together frequently used cards or assemble cards best suited for certain situations. See p. 19.

WORLD & FIELD MAPS

Pressing SELECT in the field opens up the world map, where you can see how the world's rooms are connected or locate rooms where story events occur. See "Room Synthesis" p. 11.

Random Rooms

Rooms where Room Synthesis can be performed. See p. 10.

Event Rooms

Rooms where story events occur. The story progresses as events are viewed.

Red arrows: Doors that have not been passed through.

Yellow arrows: Doors that have been passed through.

Blue arrows: Entrance or exit halls.



The name of the selected room. (Only displayed for rooms Sora has created.)

Checking Room Synthesis Criteria

Move the cursor to an unsynthesized room and press the A Button.



The room Sora is currently in.

The name of this floor's world.

Floor number.

FIELD MAP



Room Mini-Map

Doors

Strike doors with the Keyblade to access the Room Synthesis screen.

Heartless

Coming into contact with an enemy triggers an encounter, and the battle screen appears.

WORLD & FIELD MAPS

MOVING AROUND THE FIELD

In addition to the platforms and ladders used to move about the map, there are also objects which Sora can strike with the Keyblade or climb on to uncover prizes and cards. Try interacting with everything!



Pressing the +Control Pad in the direction of a wall while jumping allows Sora to hang from the edge of high platforms.

- Press Up while hanging to climb up.
- Press Down or the B Button to let go.

Strike an enemy with the Keyblade to stun enemies at the beginning of battle and gain the upper hand.



Prizes Sora can find in the field:



HP.



Moogles' Treasure. (See p. 17.)

ROOM SYNTHESIS

Striking a door in the field with the Keyblade opens the Room Synthesis screen. (You can return to the field by pressing the B Button.) The cards you select here determine what kind of room you will explore next. Even if a door has been opened, you can strike it again and create a new room in its place.



Criteria to open the door (see below).

Map cards in Sora's possession.

Name of selected map card.

Available values for the selected map card.

CRITERIA To open a door you must fulfill certain criteria, which vary from door to door.



A card with the value shown or higher.



A card with the value shown or lower.



A card with exactly the value shown.



Multiple cards whose total value exceeds the value shown.



A card of matching color.



A card matching the one shown.

The value of the card you use to create a room also affects the criteria of doors to surrounding rooms, so plan ahead when choosing your cards.

Zero cards (marked 0) can be used to match any value.

There are **special doors** where you need to fulfill more than one criterion to open the door. (Criterion you've already met will not reappear if you return to the field, but leaving the world altogether will cause all rooms and criteria to be reset.)

WORLDS & FLOORS

WORLD SELECTION

Here you can choose the world you want to proceed to next.



CASTLE HALL

This is a special area between floors where you can save your progress or talk with allies.

Save Point
Opens the save screen.

Warp Point
Opens the World Warp screen (see below).



Approach Donald or Goofy and the talk icon will appear. Press the A Button to hear what they have to say.

WORLD WARP

Use the World Warp screen to travel between floors Sora has already passed through. Select a destination world and press the A Button.



Current floor.
Destination floor.

BATTLE

Coming into contact with Heartless in the field causes the battle screen to appear. (Sometimes the battle screen will appear during story events.) You can obtain cards and prizes during battle.



BASIC CONTROLS

During battle press the A Button to use cards and the B Button to jump. You can choose a card to use by pressing the L or R Button to cycle through the card reel. (Hold the L or R Button to spin the reel faster.)

You won't lose cards in your possession by using them, but **friend cards** and **trick cards** disappear after the battle.



DODGE ROLL

Double-tap Left or Right on the +Control Pad to perform a quick evasive maneuver in that direction.



ESCAPE

While at the left or right edge of the screen, press the +Control Pad in the corresponding direction. When the gauge fills up Sora will escape from battle.

- Some boss and story event battles cannot be escaped.



BATTLE

CARD REEL

You need to reload cards during battle to keep a constant supply. Cycle through the card reel until you find the **reload card** shown at right, then hold down the A Button to reload. The number on the reload card is the **reload counter**, which indicates how long it will take to reload.



- The first card you use in a sleight and certain other cards can't be reloaded.

You don't have to wait for your cards to run out before reloading—in fact, it's sometimes better to reload when you get the chance. To quickly access the reload card during battle, hold down the L or R Button to spin the card reel. It will stop automatically when the reload card is selected.



CHANGING CARD CATEGORIES

Press SELECT during battle to switch back and forth between your enemy cards and regular battle cards. See p. 16 for a description of cards and their effects.



STOCKING CARDS/SLEIGHTS

Pressing the L and R Buttons simultaneously allows you to **stock** the currently selected card. After stocking three cards, you can unleash their power by once again pressing the L and R Buttons simultaneously. Normally, Sora will use the three cards sequentially as a combo. However, if Sora has learned a **sleight** that matches the types or total value of the stocked cards, then he will perform the sleight instead. (The total value and sleight name appear to the right of the stocked cards.) Even if only one or two cards is stocked, you can use them by selecting the reload card and pressing the L and R Buttons simultaneously. Sora can learn sleights during story events or when leveling up.

- You can't stock enemy cards or trick cards.

BATTLE

CARD BREAKS

Cards have values ranging from 0 to 9. By using a card with a higher value than the card played by an enemy, you can nullify that enemy's attack and strike back. This is called a **card break**.



However, the opposite is also true—if the enemy's card has a higher value than the card you use, your attack will be broken and the enemy will have an opportunity to strike back.

Timing is important when using a zero card. Zero cards will always win a card break when played last, but lose the break when played first.

PRIZES AND CARDS

Enemies drop various prizes and cards during battle. The larger a prize is, the stronger its effect.



Prizes

HP.



Experience points.



Premium prize. See p. 16.



Cards

The cards enemies drop include map cards and enemy cards. See p. 16.

LEVELING UP

When Sora's experience points reach a certain amount by picking up prizes, he gains a level. After a battle in which Sora levels up, you can choose one of three bonuses:



HP Boost: Sora's maximum HP (Hit Points) increase.

CP Boost: Sora's maximum CP (Card Points) increase.

Sleights: Sora acquires a currently learnable sleight.

CARD TYPES

CARDS USED IN BATTLE

**Attack Cards**

Standard cards that allow Sora to swing the Keyblade and attack. Use attack cards in succession to chain together combos.

**Magic Cards**

Cards that summon characters to Sora's side or cast magic.

**Friend Cards**

Cards that allow Sora's friends to join him in battle.

**Item Cards**

Cards that allow Sora to use items. After using these cards once, Sora will not be able to reload them until the end of battle.

**Enemy Cards**

Cards that produce unique, lasting effects during a given battle. The duration of the effect varies from card to card. Only one enemy card can be used at once. Using a second enemy card will replace the first enemy card's effect.

Trick Cards

Special cards that can only be obtained and used during boss battles.

**Premium Bonuses**

Very rarely enemies drop premium prizes during battles. Pick one up to go to the Premium Bonus screen after the battle has ended, where you can upgrade one of the cards used in battle to a **premium card**. Premium cards require fewer CP than regular cards.

CARD TYPES

CARDS USED IN THE FIELD

**Map Cards**

Cards used during Room Synthesis. See p. 11.

**World Cards**

Cards used when selecting worlds. See p. 12.

THE MOOGLE SHOP

Using a map card with a picture of a moogle on it opens the way to the Moogle Shop, where Sora can trade in unwanted cards for Moogle Points and use those points to buy card packs.



Total Moogle Points.

Points you can earn by trading in the selected card.



Red: Attack card packs.
Blue: Magic card packs.
Green: Item card packs.
Red, Blue & Green: Assortment of above types.

Pricier packs are more likely to contain rare cards.



MENU

Pressing START while in the field opens the menu screen, where you can review Sora's cards, build decks, check maps, Quick Save your progress, and more.

- For more information, see the related page for each item.



Sora's current level, HP, and Moogle Points.

Friend cards that appear in battle.

Currently equipped deck.

Review Decks Customize decks. See p. 19.

World Map View a map of the current world. See p. 9.

Map Cards Browse map cards in your possession. See p. 21.

World Cards Browse world cards in your possession. See p. 21.

Status Check Sora's status and browse learned sleights. See p. 22.

Journal Read Jiminy Cricket's record of your travels. See p. 22.

Quick Save Save your current progress and quit the game.

MENU

REVIEW DECKS

Here you can edit up to three decks containing cards of your choosing. Both decks and cards are assigned **CP (Card Points)**. The total CP of all the cards in a deck cannot exceed the CP of the deck itself. Each deck can contain up to 99 cards. You can increase Sora's maximum deck CP when he levels up.



Number of Cards
Cards in deck/Maximum cards.

Cards in Use
Cards in decks/Total cards owned.

Equipped deck.

Deck CP
CP used/Maximum CP.

A Button: Open the deck menu for the selected deck.

L or R Buttons: Jump to the Remove Cards or Add Cards screens.

SELECT: Equip the selected deck.

START: Return to the field.

You can select cards in the deck and rearrange them. Selecting a card and placing it in the same position causes that card and all cards after it to shift down one position. Performing the same action in an empty space causes cards to shift up to fill the empty space.

If you group frequently used cards together, you'll spend less time cycling through the card reel and will be able to react more quickly in battle.

MENU

**Deck Menu**

- Equip Deck** Equip the selected deck.
Rename Deck Change the name of the selected deck.
Clear Deck Remove all cards in the selected deck.

Add Cards

Add cards to the selected deck.
 You can jump to the Remove Cards screen by pressing the L Button.



Selected card's CP.
 Description of selected card.

List of Values Owned
 Shows the number of copies you have of the selected card for each value.

Remove Cards

Remove cards from the selected deck.
 You can jump to the Add Cards screen by pressing the R Button.

**Delete Cards**

Throw away unwanted cards permanently.
 (You cannot delete cards included in decks.)



You can read detailed descriptions of your cards in the Journal. See p. 22.

MENU

MAP CARDS

Here you can browse map cards in Sora's possession.



Total number of map cards of each color.

Number of Map Cards/
 Maximum number you can carry.

Number of copies of the selected map card for each value.

Description of selected map card.

You can carry up to 99 map cards. Delete surplus cards by selecting the card and value you no longer need and pressing the A Button.

WORLD CARDS

Here you can browse world cards in Sora's possession.



Selected world card.

Worlds already visited.

Current floor.



Selecting a world and pressing the A Button lets you view its description.

MENU

STATUS

Here you can check Sora's status, browse the sleights at his disposal, and see how many experience points he needs until the next level. Selecting a sleight and pressing the A Button allows you to read about what it does and how to use it.



LEVEL: Current level.

HP: Remaining HP/Maximum HP.

MAX CP: Maximum CP.

EXP: Current experience points.

NEXT LV: Experience needed to reach the next level.

MOOGLE POINTS: Total Moogle Points.

JOURNAL

Referring to Jiminy Cricket's journal yields all kinds of information about your adventure and things you've encountered along the way.



Review the story so far.

View detailed data about the cards you've collected.

Read all about characters you've met in your journey.

MINI GAMES

The Hundred Acre Wood is unlike other worlds. Instead of fighting battles, you can play games with unique rules.

How to Play:

Lead Winnie the Pooh to the goal to complete the game. By fulfilling certain requirements along the way, you can watch scenes featuring Tigger, Piglet, and other familiar characters.

If Pooh falls too far behind, or if something else catches his attention, he'll stop following Sora.



When that happens, press the R Button to call Pooh.



A honey gauge is displayed in the upper right of the screen. If the gauge runs low, Pooh can eat honey to replenish it.



REVERSE/REBIRTH

Finishing the game once as Sora unlocks a special game mode. In Reverse/Rebirth, you can experience the story from an entirely different point of view and unlock its darkest secrets.

The game system differs slightly, so you'll need to use new strategies as you proceed through Castle Oblivion.



LINK FEATURES

USING THE GAME BOY ADVANCE GAME LINK® CABLE

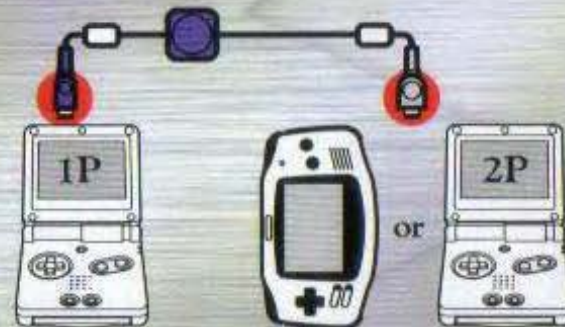
Follow the instructions here to connect two Game Boy Advance systems for two-player games.

Necessary Equipment:

- Game Boy Advance systems: One per player.
- KINGDOM HEARTS CHAIN OF MEMORIES Game Paks: One per player.
- Game Boy Advance Game Link cable: One.

Linking Instructions:

1. Make sure that the power on all of the game systems is turned off, then insert the KINGDOM HEARTS CHAIN OF MEMORIES Game Paks into the individual Game Pak slots.
2. Connect the Game Link cable, plugging it into the External Extension Connector (EXT) on each of the game systems.
3. Turn both game systems on.
4. See page 26 for further instructions.



Troubleshooting:

You may be unable to transfer game data or you may experience malfunctions in any of the following situations:

- When you are using any cables other than Game Boy Advance Game Link cables.
- When the Game Link cable is not fully inserted into any game system.
- When the Game Link cable is removed during the transfer of data.
- When the Game Link cable is incorrectly connected to any game system.
- When more than two Game Boy Advance systems are linked.

LINK FEATURES

Complete the main game and you can battle another player using a Game Boy Advance Game Link cable. (See p. 25 for setup instructions.)

Load

Choose the save data you want to use in battle.

Versus Battle

Take on a friend in a one-on-one battle. These battles essentially work the same as one-player battles.

Press the L or R Buttons to choose the world in which you will stage the battle.

Press the A Button to open the battle menu.

OK: Confirm settings and stand by for battle.

Review Decks: Manage your decks just like in a one-player game.

Handicap: Raise or lower your strength for a more balanced match.



LEVEL: Sora's current level.

HP: Sora's HP.

WINS, LOSSES: Total wins and losses.

Deck Name: Selected deck.

HELPFUL TIPS

WORKING WITH DECKS

Building efficient decks

During battle, the cards in the card reel are arranged in the same order as they appear on the Review Decks screen. It's a good idea to keep cards arranged in a useful way.

For example, keeping three cards used in a sleight right next to each other in the reel means you can stock the cards and use the sleight quickly without having to hunt through the reel for the right combination.

There are a few shortcuts to remember when reordering cards. On the Review Decks screen, selecting a card and placing it in the same position causes that card and all cards after it to shift down one position. Performing the same action in an empty space causes cards to shift up to fill the empty space.

Since you can have up to three decks, you may want to create separate decks for normal battles and boss battles. It's all up to you.

Not enough CP?

If you pack your decks with more cards than your CP (Card Points) allow for, you won't be able to exit the Review Decks screen. Remove cards until the total CP you're using is within your CP limit.

Want more cards in your deck? Then you'll need to raise your CP. After leveling up in battle, choose "CP Boost." Sora's CP will increase and you'll be able to send him into battle with more cards.

Making the most of enemy cards

Enemy cards are different than standard battle cards. Using them in battle activates lasting effects that make battle easier.

There's a catch, though—enemy cards require more CP than other cards, so if you fill your deck up with enemy cards you won't be able to carry much of anything else. Think about which enemy cards you need and build your deck accordingly.

WINNING CARD BATTLES**If your attacks keep getting deflected...**

Deflecting an opponent's card is called a "card break." If you and your opponent are both using cards at the same time, the card with the lower value will be broken, so if you don't have a card with a value high enough to win the card break, you'll need to avoid enemy attacks and wait for an opening to strike.

Zero cards (cards with the value 0) can break any enemy attack. There are bosses that can use sleights just like Sora, but if you have a zero card handy, you can stop even the most powerful attack.

Be careful, though: zero cards only work if you use them *after* the enemy uses a card. If you play the zero card too early, the enemy can break it with any card. Timing decides whether the zero card is the strongest or weakest card.

Why use premium cards?

The main reason you'll want premium versions of your cards is because they require fewer CP, which means you can put more cards in your deck. However, premium cards can't be reloaded during battle, so if you put nothing but premium cards in your deck you'll be left defenseless.

Since the first card used in a sleight can't be reloaded anyway, you may want to use premium cards as the opening card. You'll save CP and won't have to forfeit a reloadable card.

There are also item cards that allow you to reload premium cards. Since you save a lot of CP by using premium cards, you can fill the remaining space in your deck with item cards and use those cards to reload your premium attack and magic cards.

Try different combinations and see what works for you.

Having trouble reloading?

It's difficult to reload when surrounded by enemies. If you keep getting attacked in the middle of a reload, try reloading a little bit at a time as you move around the battlefield. You can also try to avoid enemy attacks and wait for an opening.

You don't have to wait for your cards to run out before reloading, so another strategy is to charge your reload counter almost all the way while you have the chance. Then, when it's time to reload, you can select the reload card and quickly fill it the rest of the way.

There's also a certain enemy card that lets you reload while in motion.

HELPFUL TIPS

Use sleights sparingly

Sleights and stock combos make battles much easier, but using them causes your reloadable card supply to decrease. Unless you have lots of cards to throw around, it's a good idea to use sleights sparingly.

Taking on bosses

Boss battles are much more challenging than normal battles. If you're stuck, try rearranging the cards in your deck or using card breaks. There's always a path to victory, so never give up!

Special cards called "trick cards" appear in some boss battles. They do different things depending on who or where you're fighting and disappear after the battle is over, so use them while you have the chance!



SORA'S ADVENTURE CONTINUES



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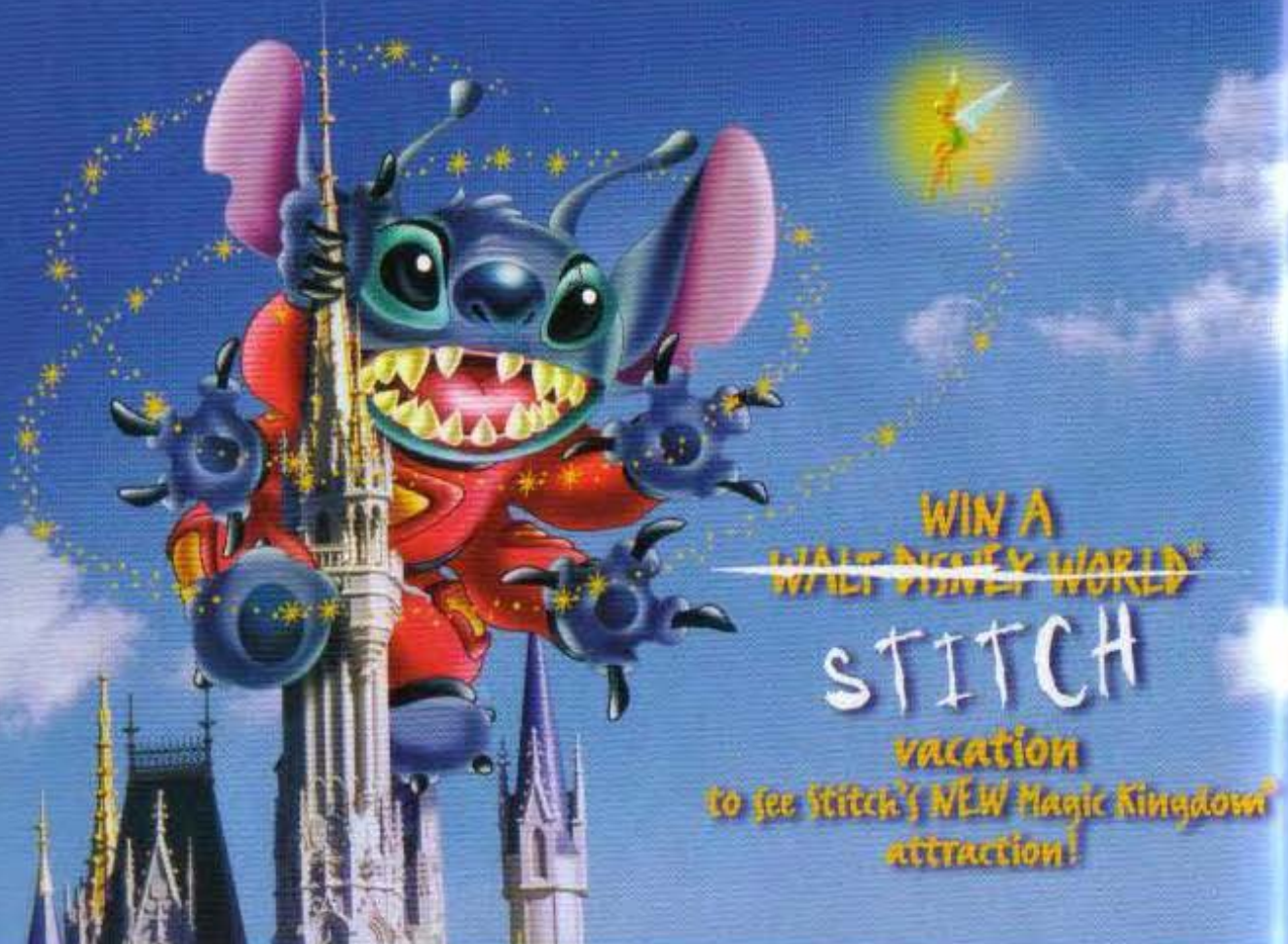
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